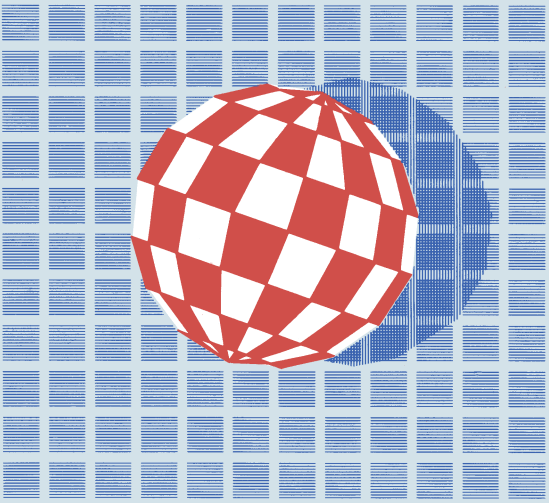
AMIGA



DEVELOPERS CONFERENCE MAY 19–22, 1985

PROGRAM OF EVENTS

Monterey, California

AMIGA DEVELOPERS' CONFERENCE

Welcome

welcome

welcome

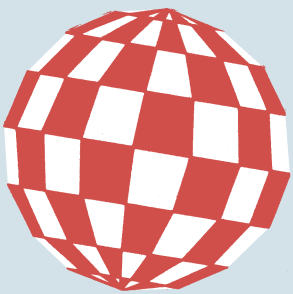
to the first Amiga Developers' Conference.

This is the first major showing of the new Amiga Personal Computer. It's a system that will knock your socks off.

We've prepared an information-packed three days, so please arrive at the sessions promptly at the scheduled times. You won't want to miss a minute of our exciting agenda.

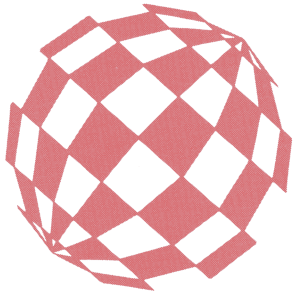
Provisions have been made for smoking and nonsmoking seating at the presentations. Please check at the entrance for the location of your preferred section.

We're looking forward to sharing our excitement about the Amiga system!!!



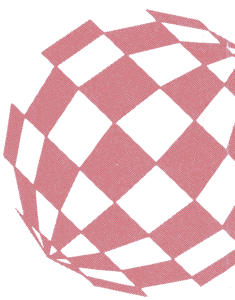
SUNDAY — *MAY 19*

Time	*Subject*	*Location*
2:00	Registration	De Anza Foyer
6:00	Welcome Reception	Bonsai 1,2,3



MONDAY — *MAY 20*

Time	*Subject*	*Location*
8:00	BREAKFAST	I. Layton
9:00	Corporation Introductions — Market opportunities — Distribution channels — Product positioning — Why develop for the Amiga	De Anza 3
10:15	BREAK	
10:45	System Hardware	De Anza 3
11:00	Demonstration of the Amiga	De Anza 3
12:00	LUNCH	I. Layton
1:00	User Interface/ Features & Philosophy	De Anza 3
3:00	BREAK	
3:30	Software Development Environment	De Anza 3
4:15	User Interface/ How it Works	De Anza 3
6:00	COCKTAILS	De Anza 1
7:00	DINNER	De Anza 2

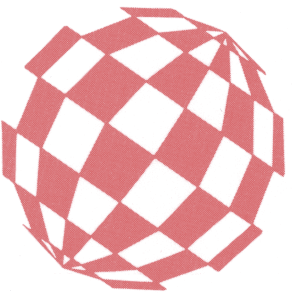


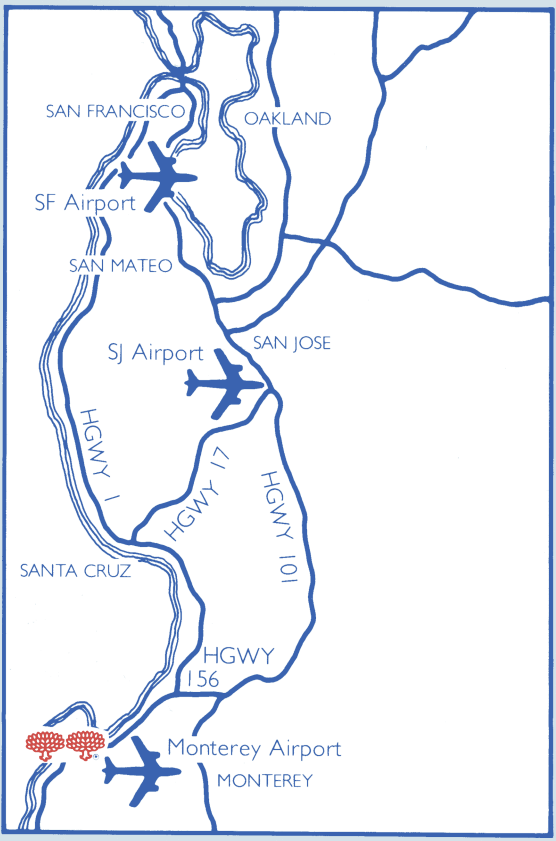
TUESDAY *MAY 21*

Time	*Subject*	*Location*
7:30	BREAKFAST	I. Layton
8:30	Graphics/Animation	De Anza 3
9:30	Sound Synthesis	De Anza 3
10:00	BREAK	
10:30	File System/ Process Model	De Anza 3
11:00	System Kernel/ Executive	De Anza 3
11:30	Text and Printer Support	De Anza 3
12:00	LUNCH	I. Layton
1:00	Installable System Software	De Anza 3
1:30	Introduction to Hardware	De Anza 3
2:00	External Interfaces	De Anza 3
2:30	Internal Interfaces — Floppy drives — Interrupts — Audio outs	De Anza 3
3:00	BREAK	
3:30	Graphics Interfaces — Video ports — Display RAM Expansion — Keyboard	De Anza 3
4:00	Chip Architecture	De Anza 3
4:30	Board Architecture	De Anza 3
6:00	COCKTAILS	Bonsai 1,2,3
7:00	DINNER	De Anza 1

WEDNESDAY *MAY 22*

Time	*Subject*	*Location*
8:30	Wrap Up and Conclusions — Question and answers	De Anza 3
10:15	CHECK OUT	
10:45	BRUNCH	I. Layton
12:00—5:00	WORKSHOPS	
	User Interface	Bonsai 1
	Graphics	Bonsai 2
	Sound	Bonsai 3
	DOS/Executive	Ironwood 1
	Marketing	I. Layton ~~Ironwood 2~~
	Hardware	Redwood ~~Cottonwood 1~~
	Software Development/ Technical Support	Ironwood 2 ~~I. Layton~~





DOUBLETREE HOTEL

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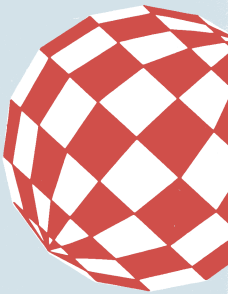
brought to you by Andy Finkel